

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of the Claims:

1. (Currently amended) A system for facilitating multiplayer gaming over a computer network, the system comprising:
a computer terminal configured with a client program and a second program;
wherein the [[a]] client program ~~running on a terminal~~ that automatically detects when
selected individuals are playing one or more multiplayer games on the computer
network,
notifies a user of the games and selected individuals playing the games,[[;]]
~~wherein the client program is further adapted to~~ searches for and detects when one
or more of the games are ~~running~~ executing on the terminal, and
communicates data identifying the running games and the user over the computer
network for receipt by selected individuals;
wherein the second program, which is separate from the games executing on the terminal,
determines a connection status of the executing games and communicates the
connection status to the client program; and
wherein the client program communicates the connection status of the executing games
over the computer network for receipt by the selected individuals.
2. (Currently amended) The system of claim 1, wherein the client program ~~is further~~
~~adapted to allow~~ assists the user in ~~in~~ [[to]] joining an individual in a game by running an
instance of the game on the terminal and connecting the terminal to a location hosting the
game.
3. (Previously presented) The system of claim 2 wherein the client program further generates
a user interface that allows the user to join the individual in a game by selecting an icon.

4. (Canceled).

5. (Canceled).

6. (Previously Presented) The system of claim 5 wherein the second program comprises a layered service provider program.

7. (Original) The system of claim 5 wherein the connection status comprises an IP address hosting a corresponding game.

8. (Original) The system of claim 5 further comprising:
one or more servers adapted to receive the data and connection status and to communicate the data and connection status to the selected individuals.

9. (Original) The system of claim 2 wherein the program is further adapted to allow the user to send and receive instant messages to and from selected individuals.

10. (Currently amended) The system of claim 9 wherein the selected individuals include individuals other than the user stored on a friend list created by the user.

11. (Currently amended) The system of claim 10 wherein the selected individuals include individuals other than the user stored on a friend list created by an individual other than the user stored on a friend list created by the user.

12. (Currently amended) A computerized method for facilitating multiplayer games over a computer network, comprising:
searching for and detecting when one or more multiplayer games are ~~running~~ executing on a user terminal;
detecting when selected individuals are playing one or more of the multiplayer games on the computer network;

notifying ~~[[a]]~~ the user of the games and selected individuals playing the games;
detecting, by a separate program, a connection status of the executing games; and
communicating, by the separate program, data identifying the user, executing games and
connection status to the selected individuals over the computer network; and
~~allowing~~ assisting the user ~~[[to]]~~ in joining an individual in a game by ~~running~~ executing
an instance of the game on the user terminal and connecting, based on the
connection status, the user terminal to an address hosting the game.

13. (Canceled)

14. (Original) The method of claim 13 wherein the connection status comprises an IP address
hosting a corresponding game.

15. (Currently amended) The method of claim 14 further comprising:
~~allowing the user to~~ sending and receiving ~~[[e]]~~ instant messages to and from ~~between the~~
user and the selected individuals.

16. (Original) The method of claim 15 wherein the selected individuals comprise first
individuals contained on a list associated with the user.

17. (Currently amended) The method of claim 16 wherein the selected individuals comprise
second individuals included on a list, other than the user, associated with one or more of
the first individuals.

18. (Currently amended) A computer-readable storage medium having computer-executable
instructions for performing a method for facilitating multiplayer online gaming, the
method comprising:
searching for and detecting when one or more multiplayer games are running on a user
terminal;

detecting when selected individuals are playing one or more of the games on the computer network; [[and]]
notifying a user of the games and selected individuals playing the games;
cause a second computer program to execute that determines a connection status of the executing games and communicates the connection status to the data processing apparatus; and
assist the user in joining one of the selected individuals in a game by executing an instance of the game on the user terminal and connecting, based on the connection status, the user terminal to an address hosting the game.

19. (Canceled).

20. (Currently amended) The computer-readable storage medium of claim [[19]] 18, wherein the method further comprises:
detecting a connection status of the ~~running~~ executing games; and
communicating data identifying the user, ~~running~~ executing games and connection status to the selected individuals over the computer network.

21. (Currently amended) The computer-readable storage medium of claim 20, wherein the connection status comprises an IP address hosting a corresponding game.

22. (Currently amended) The computer-readable storage medium of claim 20, wherein the method further comprises:
~~allowing the user to sending and receiving~~[[e]] instant messages ~~to and from~~ between the user and the selected individuals.

23. (Currently amended) The computer-readable storage medium of claim 22, wherein the selected individuals comprise first individuals included on a list ~~associated with~~ chosen by the user.

24. (Currently amended) The computer-readable storage medium of claim 23, wherein the selected individuals comprise second individuals included on a list ~~associated with~~ chosen by one or more of the first individuals.
25. (New) A system for facilitating multiplayer gaming over a computer network, the system comprising:
a computer terminal configured with a client program and a second program;
wherein the client program automatically detects when selected individuals are playing one or more multiplayer games on the computer network,
notifies a user that the selected individuals are on the network and the games the selected individuals are playing,
searches the terminal's operating system processes to detect when one or more of the games are executing on the user's terminal and
communicates data identifying the executing games and the user over the computer network for receipt by selected individuals;
wherein the second program, which is not in communication with the games executing on the terminal, determines a connection status of the executing games and
communicates the connection status to the client program; and
wherein the client program is further adapted to communicate the connection status of the executing games over the computer network to the selected individuals.
26. (New) A computer-readable storage medium having computer-executable instructions for performing a method for facilitating multiplayer online gaming, the method comprising:
automatically detecting when selected individuals are playing one or more multiplayer games on the computer network, and notifying a user that the selected individuals are on the network and the games the selected individuals are playing;
searching the terminal's operating system to detect when one or more of the games are executing on the user's terminal and communicating data identifying the executing games and the user over the computer network for receipt by selected individuals;

executing a second computer program that determines a connection status of the
executing games and communicates the connection status to the data processing
apparatus; and
communicating the connection status of the executing games over the computer network
to the selected individuals.

27. (New) The computer-readable storage medium of claim 26 wherein the method further comprises assisting the user in joining one of the selected individuals in a game by executing an instance of the game on the user terminal and connecting, based on the connection status, the user terminal to an address hosting the game.